SNS-LW-USA

THE LAWNMOWER MAN™

INSTRUCTION MANUAL

T•HQ SOFTWARE
A DIVISION OF T•HQ, INC.

Developed and Produced by

SALES CURVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing The Lawnmower Man from THQ Software for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CREDITS

Game Design and Coding: Simon Pick
Graphics: Rob Whittaker
3D Graphics: Ned Langman
Music and Sound Effects: Alistair Brimble
Backing Track: REAL
Producer: Jim Loftus
Executive Producers: Rob Henderson, Jane Cavanagh

LICENSED BY
Nintendo
NINTENDO AND SUPER NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

The Lawnmower Man — The Story 3
Controls 5
Level 1: Suburbia 10
Level 2: The Cyber Run 12
Level 3: VSI Warehouse 13
Level 4: CyberJobe 14
Level 5: Post-Apocalypse Suburbia 16
Level 6: Cyber Tube 17
Level 7: The Shop 18
Level 8: Doomplayer 19
High Score Name Entry 20
Limited Warranty 24

THE LAWNMOWER MAN - THE STORY

By the turn of the millennium a technology known as Virtual Reality will be in widespread use. It will allow you to enter computer-generated artificial worlds as unlimited as the imagination itself. Its creators foresee millions of positives uses - while others fear it as a new form of mind control...

VSI PROJECT 5 — DR. LAWRENCE ANGELO'S JOURNAL

My name is Dr. Lawrence Angelo. I am a scientist. For the last few years I have been experimenting with virtual reality. With its possibilities... its limitations. My work is funded by a government organization known as The Shop. Its interest go beyond the peaceful areas I've been looking into. They want to develop the darker side of Virtual Reality, the military possibilities.

Until recently I worked with animals, chimpanzees. The most encouraging results so far were achieved with Rosco 1138. Rosco's mental capacity was enhanced by Virtual Reality Treatment, increasing it by thousands of times that of an ordinary chimpanzee. He became an intelligent animal. He could solve puzzles, play — and win at — games.

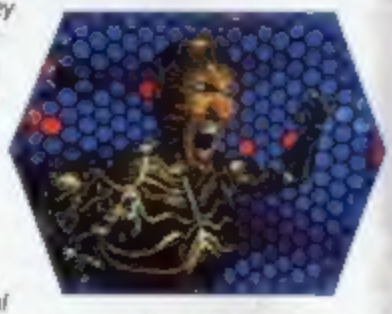
His mind was strengthened, trained by Virtual Reality for employment in battlefield environments which were too tough for human soldiers.

Jobe was just a gardener then. Everyone called him "The Lawnmower Man." He was a simpleton, he had the mind of a child. I told him I had games which could make him smarter. He loved games and jumped at the chance.

We worked together, starting with simple games designed to stimulate the human mind. He responded better than I had ever expected he would. His brain activity increased by 400% in less than a month.

When I had done all I could at home I took him to The Shop, the government division of Virtual Space Industries. With the state of the art equipment at the VSI complex I took the experimentation to limits I had never though possible.

If only I had known that The Shop had its own interests in Project 5. If only...They were programming him with their own Virtual Reality Treatment. While I was turning a simpleton into a smart man, they were turning him into a military machine. An aggressive force capable of taking on an army.



Inevitably it all went horribly wrong. Jobe achieved levels of intelligence greater than any living thing on Earth. He spent more and more time in Virtual Reality, where he was the master of his world. From here, he swore that he would escape through the telephone networks and take control of every computer terminal in the world.

Now he's out of control. Nobody can stop him, not even The Shop. My only help is Carla. She's been a close friend and confidante for longer than I can remember. She's the only person who stood by me. Our only chance now is to break into the VSI complex and reach him before he escapes his Virtual Reality domain and reaches the networks.

CONTROLS

Insert your "The Lawnmower Man" game pak into your Super NES and turn the power on. It will automatically go into "Demo Mode", showing digitized images from the movie and short sequences from the game.

When you wish to start playing press START. A selection screen will now come up giving you the option to choose between playing DR. ANGELO or CARLA. Press SELECT to move the cursor from one digitized image to the other. When you have chosen who you wish to play press START when the cursor is on that character.

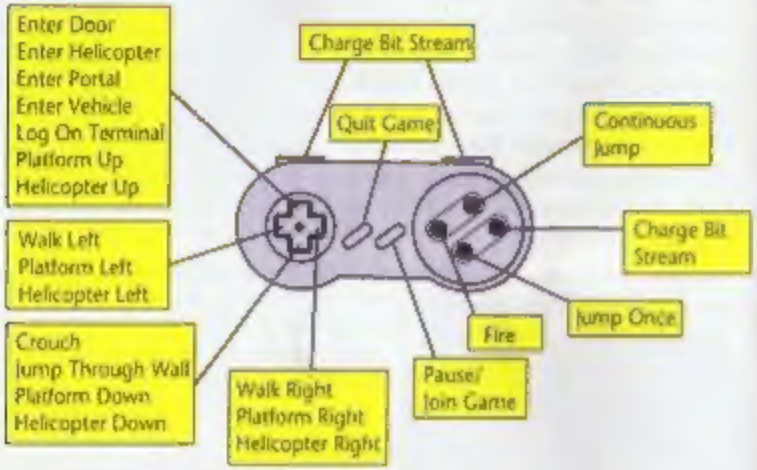
A second player wishing to join should press START. A second pair of digitized images will come up. Go through the same procedure as Player One to select your character.

You can change your selection before the other player makes his or her selection by pressing any button.

WALKING PLATFORM SECTIONS

LEFT	Walk left.
RIGHT	Walk right.
DOWN	Crouch.
Y	Fire. Hold down the button for auto fire.
X + B	Jump. The player can jump onto objects and platforms. To jump down from them press X or B and DOWN.
R &/or L	Bit stream weapon. Hold down the button until a glittering effect appears and is absorbed by the player. Then release the button and the bit stream weapon will fire.
START	Press START to join game or if already playing the START button will pause the game. The second player can join the game at any point during the"Suburbia" level only by pressing START on the second player's Control Pad.

MAIN GAME CONTROLS

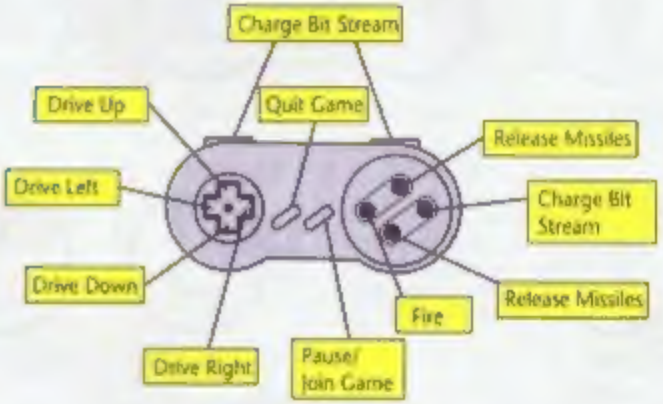


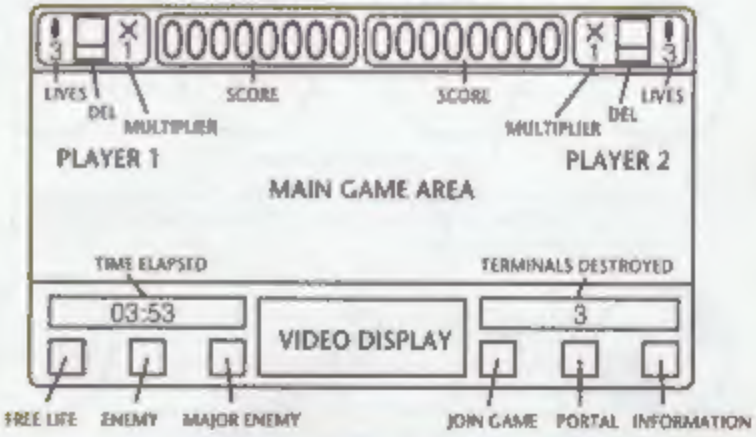
VIRTUAL REALITY LEVELS

LEFT	STEER LEFT
RIGHT	STEER RIGHT
UP	STEER UP
DOWN	STEER DOWN
Y	FIRE

Access to these Virtual Worlds is achieved by entering the various portals situated throughout the reality levels. You are not armed. Here, the purpose of the game is to successfully steer your way through a series of obstacles and successfully reach the exit.

You lose a life if you crash and gain a bonus life if you hit the EXIT sign. In the Virtual Worlds at the end of each level (Cyber Run, Cyber Tube, Cyber War) you are armed.





PICK-UPS

EXTRA LIFE

ENERGIZE

(Weapon will disintegrate enemies and suck in the particles and make the player invulnerable to enemy fire)

INCREASE FIRE POWER

HOMING BULLETS

REAR FIRING BULLET

ROVER

Homes and closes in on enemies.

SMART BOMB

SCORE MULTIPLIER

Any points gained by the player are multiplied by the number under the "X" before being added to the total score. This number is increased by collecting circles with numbers.

COMPACT DISKS

Increase Data Encription Level. This is displayed by the side of the score. When the green section becomes illuminated the player morphs into his Virtual Cyber Suit. When wearing the Virtual Cyber Suit you can sustain more hits before you lose a life.

TWO PLAYER GAME

The Lawnmower Man has simultaneous two player option. Angelo's weapons will not harm Carla and vice versa. If you are both walking in the same direction the lagging player will catch up. If a player leaves the bottom of the screen, leaving the other player behind he or she will automatically disappear and reappear next to his or her partner without losing a life.

LOSING LIVES AND VIRTUAL CYBER SUITS

When you lose a life you explode and disintegrate. If you have any lives left you will rematerialize from the top left if you are blue and the top right if you are red. When you gain a Virtual Cyber Suit you will flash. When you lose a Virtual Cyber Suit you will dematerialize and reform.

CREDIT SYSTEM

Each player starts with three lives. When these are lost the player may continue if he or she has any remaining credits.

LEVEL 1: SUBURBIA

Starting at Dr. Angelo's house you make your way through suburbia. Jobe has already entered Virtual Reality, and is using his own control panel to direct everything under his influence — both real people and manifestations of Virtual Reality — against you. Towards the end of Suburbia you must hijack a helicopter to cross a broken bridge. In a two player game both players must enter the helicopter. The first player on board can use his or her control pad to fly the helicopter. To access the helicopter stand in front of the cockpit and press UP. Be careful not to crash land as you will lose a life.

FIG. 1

VIRTUAL WORLDS

There are four Virtual Reality portals (See Fig. 1) to be found throughout the level, each situated at a point where you can get no further in reality. The only way through is by entering Virtual Reality and successfully flying through to the exit portal on the other side of the obstacle.

CYBER WAR

Certain Virtual Reality sections are Cyber War sections. You must fight your way through the nightmare of a Virtual World at war.

The ravaged landscape is populated by hostile battle chimps manning every stronghold they can find. Battle your way across this wasteland to reach the portal back into the real world. Press Y to fire your weapon.

The indicator on the left shows your health status. Unlike the virtual worlds during the reality levels, if you strike an obstacle or are hit by an enemy here you will lose health but will stay in the virtual world.

The indicator on the right adds a 'chimp' icon every time you destroy another enemy. This indicator will flash when you have destroyed all of the chimps at this emplacement and are about to move on to the next.

Failure to complete a Virtual World returns you to Reality and you also lose a life.

COMPUTER TERMINALS

There are ten computer terminals hidden throughout the game. If decoded these will supply extra power-ups. To log on to the terminal press UP on your Control Pad when standing in front of them. An IQ test will then come up (See Fig. 2). Match one of the shapes on the bottom row to one of the ones on the top before the timer runs out to complete the test and destroy the terminal. There are five tests per terminal. Every terminal must be destroyed to complete the game fully.

FIG. 2

At the end of the level you will come across Harley's Gas 'Er Up. Here everything, including the petrol pumps, is under Jobe's control. Once destroyed a Virtual Reality portal will appear. Enter this to reach the next section: The Cyber Run. Enter the Cyber Run by jumping into the portal.

LEVEL 2: THE CYBER RUN

FIG. 3

In the Cyber Run you will find yourself travelling at high speed through a cavernous Virtual World. Your task is to avoid the obstacles which appear in your path and combat the Virtual Enemies (known as Battle Chimps - See Fig. 3) which attack you. There are turbo rings (See Fig. 4) placed throughout the chamber. Fly through these to double your speed. At the end of the chamber you will see a red hexagon set in the wall. Head for this and shoot to open it. You may collide twelve times before you are expelled from the Virtual World and lose a life.

FIG. 4

LEVEL 3: VSI WAREHOUSE

Start the level at the beginning of a huge warehouse owned by VSI. Your task is to make your way around a set of moving platforms while dodging fire from the guards and other more dangerous enemies. There are four more Virtual Reality Portals and more computer terminals which must be destroyed. You will also come across the Spider Walker (see Fig. 5). An elevator allows you access to the roof of the building. Once here you will find yourself under attack from a helicopter. Back inside the building, make your way to the far side of the warehouse where you will find the Cyber-Sphere room. Enter the Cyber-Sphere and prepare to confront Jobe. To do this stand underneath the Cyber-Sphere and press UP.

Each platform has a 'twin'. These 'twin' platforms can be identified by their identical symbols. They will always move in relation to eachother. Platforms are moved by standing on them and pressing the Control Pad in the desired direction. Each platform has only one direction. If you cannot progress through the game due to a mis-placed platform, return to the 'twin' platform and move it to its opposite position.

When standing on a platform, hold down B to move your character without moving the platform.

FIG. 5

The VSI warehouse is equipped with an automatic system to prevent injury from long falls. If a player jumps off a high platform and falls he will automatically dematerialize and rematerialize on the platform again without losing a life.

LEVEL FOUR: CYBER JOBE

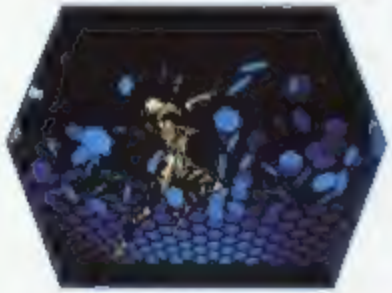
This is a simultaneous two player Virtual section. Jobe is protecting his only means of escape from the VSI computer into the computer network — seven hexagonal portals. These are colored green and read "Access Granted" when you arrive in Jobe's world. Jobe will attack you with fireballs, lasers and a number of other weapons, using more against you as he is defeated and more of the hexagons are changed. You must blast your way past Jobe seven times to fly through the hexagons and change them to red "Access Denied" portals. The cursor color when descending shows the player in control. Steer the cursor over a green portal to turn it red.

When he's defeated Jobe nevertheless escapes, rushing out through the last portal just as its status changes to "Access Denied".

Angelo's journal. Five years later...

"Jobe was free.....and his birth cry rang out.....All the phones everywhere.....just as he'd prophesized.

"Jobe hooked into everything. He had access to nearly every record, every piece of data on Earth. What he decided to do next would change the world forever."



"ERASE! ERASE! ERASE!"

"Jobe sucked us into a revolution..... Every piece of data that governed life in our computerized world was gone..... Nations fell. Borders changed. For a while it was total anarchy. But those who have always been in power are finding ways to control things again. Might making right one way or another.....

"".....After crashing the global DataNet, Jobe disappeared..... I told myself he must be dead.....a ghost in the machine.

"Virtual Reality had become a battle ground. Virtual Gladiators fought it out in worlds where there were no limits. One man controlled it all.....The Doomplayer! He was a recluse. He lived and operated from the new manifestation of The Shop.

"To sort out the mess I'd created I had to hack into his world and stop him.

"The first time I tried I failed to find the Doomplayer. Instead I found a ghost in the machine.....Jobe, imprisoned by the Doomplayer even as he thought he had become the ruler of the world. He'd become a being who could only exist in Virtual Reality. A being full of remorse, determined to repair the damage he'd done.

"Up until now he'd worked from inside Virtual Reality against me. Now he was going to work with me to find and stop the Doomplayer. He entered my Personal Digital Assistant, a portable computer terminal and now he travels everywhere with me... helping me."

LEVEL FIVE: RACE TO VIRTUAL SPACE INDUSTRIES

Here you have a choice between driving Angelo's souped up car — a 1965 Pontiac GTO, or a motorbike. Choose the machine you want to drive by positioning yourself beside it and pressing UP. Having chosen your vehicle, drive across Suburbia to The Shop. Security guards from The Shop do all they can to drive you off the road. There are missiles which you can pick up. When you drive through these they will become attached to the side of your car. Fire the missiles by pressing B. If you collect a missile pick-up when you already have one attached to your vehicle the first missiles will fire automatically. There are also turbo pick-ups. Drive through these and you will double your speed for a limited period of time.

CONTROLS

LEFT	SLOW DOWN
RIGHT	SPEED UP
UP	STEER LEFT
DOWN	STEER RIGHT
Y	FIRE
R	BIT STREAM WEAPON
B	FIRE MISSILES

To collect pick-ups drive into them. A "Turbo" boost (See Fig. 6) will double your speed as soon as you touch it. A missile pick-up (See Fig. 6) will attach itself to the sides of your vehicle until you press B — unless you already have missiles attached, in which case the new pick-ups will be fired immediately.

FIG. 6

LEVEL SIX: CYBER TUBE

In order to enter the Shop, you must reach the control center and de-activate the security lock. To do this you must travel down the Cyber Tube, a Virtual Reality Data Port. Enemies and obstacles must be shot or avoided. You can rotate the entire screen to travel around the edge of the tube. There are a number of different obstacles:

Data Rings (See Fig. 7), steer to pass through the gap in these.

The Virtual Causeway (See Fig. 8). Steer clear of the sides of this, striking them will decrease your energy.

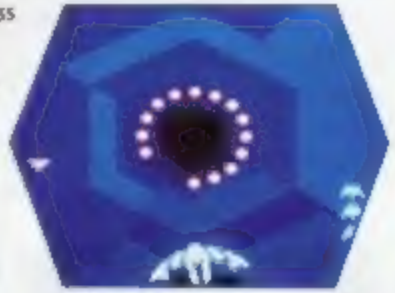


FIG. 7

FIG. 8

Occasionally you will leave the port and travel through data space. Eventually several red hexagons appear towards the end of the port and grow to meet you. Shoot these to destroy them and pass through. The green hexagon you then come across is the end of the port.

LEVEL SEVEN: THE SHOP

This appears to be a normal office building at first glance. A large entrance hall with plush seating and pictures hung on the wall. You move past offices, shooting guards and various enemies. You must play an extended Virtual World to get to the top.

There are a number of enemies on this level:

Psychic furniture rises from the floor and flies at you.

Webs. Misty webs float towards you and must be shot several times before being destroyed.

There are also four more Virtual Reality Portals and the last few computer terminals to be destroyed.

A vending machine. This shoots cans at Angelo and Carla.

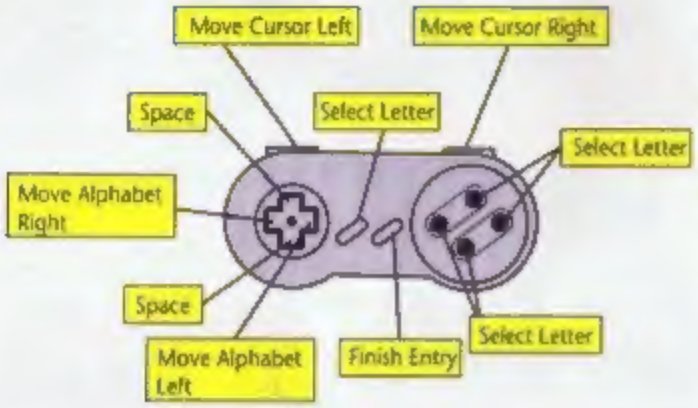
LEVEL EIGHT: DOOMPLAYER

FIG. 9

You enter the Doomplayer's VR Chamber, from which he dominates his Virtual World. As you enter he sees you and escapes into his Virtual World. Follow him into Virtual Reality.

Free floating in Virtual Reality you must blast the Doomplayer into oblivion. Virtual meteors (See Fig. 9) spin through the battle ground as you fight. Blast these and they will release pick-ups. There are also Virtual weapons (See Fig. 10) among the meteors. Collect them to change your weapon, but beware! Some are not as powerful as others. All weapons have a limited number of shots. Collecting a weapon which you already have adds to the number of remaining shots. A shield is also available.

FIG. 10



WATCH OUT FOR THE SEQUEL TO THE LAWNMOWER MAN. THE LAWNMOWER MAN MOVIE #2 IS DUE FOR RELEASE IN 1994 WITH A SECOND VIDEO GAME FOR YOUR SUPER NES TO FOLLOW.

NOTES

NOTES

LIMITED WARRANTY

90 DAY LIMITED WARRANTY:

As the U.S. distributor of this product, T•HQ SOFTWARE, INC. warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ SOFTWARE, INC. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T•HQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

3. If the T•HQ SOFTWARE, INC. service technical is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

T•HQ SOFTWARE, INC., Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ SOFTWARE, INC. Consumer Service Department at the phone number noted. If the T•HQ SOFTWARE, INC. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ SOFTWARE, INC. T•HQ SOFTWARE, INC. will, at its option subject to the conditions above, repair the PAK or replace it with anew or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL MALIBU GAMES BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

T•HQ Software, Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. (818) 591-1310.

5016 N. Parkway Calabasas, Suite 100
Calabasas, CA 91302

© 1993 The Sales Curve Ltd.
Produced under license from Allied Vision and The Big Red Trading Company.
T•HQ Software and T•HQ, Inc. are registered trademarks of T•HQ, Inc.
© 1993 T•HQ, Inc.

PRINTED IN JAPAN